

ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE

Game Manual

David's  
***Midnight Magic***<sup>™</sup>  
by Broderbund



# Go Full

*The arcade is your computer. The pinball game is David's Midnight Magic. Precision timing, accurate aim, and luck will keep the ball in action. Get it right and you rack up points. Get it wrong and you tilt or lose the ball. Ready for more? So is David's Midnight Magic. No quarter required!*

## System Requirements

- Atari XE game system console, or XL™ or XE computer
- Color TV or color monitor
- One joystick

## Getting Started

1. With your XE game console turned off and the joystick plugged in, insert the Midnight Magic cartridge into the slot on the top of your console.
2. Turn on your TV or monitor, then press the **[Power]** key to turn on the system. The game play screen appears.
3. Press **[Start]** or the joystick fire button, then press **[Option]** to select the number of players (1 through 4).
4. Press **[Start]** or the joystick fire button to position a ball on the launcher.
5. Pull the joystick handle towards you to tension the launcher, then press the fire button to launch the ball.
6. Press **[Select]** to pause a game; press it again to resume play.

## Playing the Game

The object is to keep the ball in play and hit as many targets as possible. Each player gets five balls per game. In multi-player games, players get one ball per turn until each player has used all five original balls.

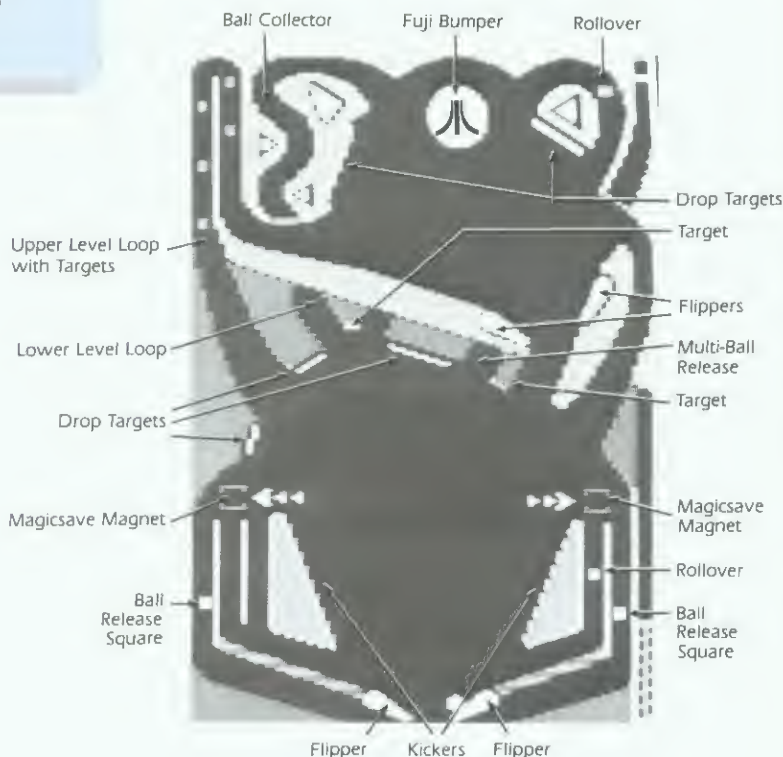
After launching the ball, move the joystick handle left or right to activate the left or right flippers, and forward or back to activate both flippers at once. Moving the handle forward also gives you a nudge effect. If you work the flippers too hard, the machine tilts. The point multiplier deactivates and your ball is lost.

Players earn an extra ball each time they drop a ball into the ball collector. Hitting the multi-ball release frees these balls for play. If the last ball in play goes down a gutter, it rolls over a ball release square and releases any balls in the ball collector.

An active Magicsave magnet may prevent you from losing one ball down a gutter. You earn the left or right magnet when you hit the lower left or right target. Launching a ball activates earned magnets. If you've earned both magnets, you can use each magnet once.

The game ends when no balls are left.

# Tilt!



## Strategy

Send the ball through the upper or lower loops to increase the point multiplier.

Hit all top right or left drop targets, or all bottom right or left drop targets to get bonus points and reset the drop targets.

To help you avoid losing a ball down a side gutter, hit the lower left and right targets to activate the Magicsave magnets.

Try to drop as many balls as possible in the ball collector. If you later hit the multi-ball release these balls will be available for play.

# Scoring

**All five top left drop targets:** 5000 points, 5 bonus points, and the targets are reset.

**All three top right drop targets:** 3000 points and 3 bonus points.

**All four bottom left drop targets:** 2000 points, 2 bonus points, and one use of the left Magicsave magnet.

**All four bottom right drop targets:** 2000 points, 2 bonus points, and one use of the right Magicsave magnet.

**Each bottom target:** 250 points.

**Each top loop target:** 1000 points.

**Fuji bumper:** 500 points.

**Dropping a ball in the ball collector:** 10,000 points, 10 bonus points, and an extra ball. Dropping three balls into the ball collector releases all balls for play.

**Kicking a ball into the lower level loop:** 5000 points and the point multiplier increases by 1. When the point multiplier is at 5 or above, kicking the ball into this loop scores 5000 points and an extra ball.

**Multi-ball release:** 5000 points, 5 bonus points, and release of any balls in the ball collector.

**Rollovers:** 1000 points and one bonus point.

**Kickers:** 300 points and moves the rollover to the next column.

**Drop targets:** 400 to 440 points each.

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